



## USE FUN GAMES TO TEACH GEOMETRY

N. Kh. Yusupova, M. Q. Abduolimova

Assistants of FarPI Higher Mathematics Department

### Annotation

*The use of advanced pedagogical technologies, which are considered a key factor in increasing the effectiveness of education, helps students not only to gain in-depth knowledge, but also to successfully apply it in practice.*

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The use of advanced pedagogical technologies, which is considered as the main factor in increasing the effectiveness of education, helps students to acquire deep knowledge and successfully apply it in practice.

Among the types of lessons of advanced pedagogical technology:

A number of non-traditional lesson types such as "Journey to the land of geometry", "The world of numbers", "Determining the class genius" are also included.

"FAQs", "Think!", "Do you know this?", "Balloon game", "Wisdom", "Rose", "House of Mind", "Scientists", "Mathematics Planet", "Joyful Mathematicians". We recommend a number of mathematical games such as "Sun", "Treasure of sunken ships".

The purpose of the "SSS" game and the game:

Teaching the contributions of our great scholars: Al-Khorazmi, Abu Nasr Farabi, Ahmed Farghani, Abu Ali ibn Sina, Abu Rayhan Beruni, Omar Khayyam, Mirza Ulugbek.

Equipment for the game: draw a box or its picture and adjust it for the question.

The course of the game: the students must answer the question about the life and work of our great scholars in the box, or expand the partially given information.

"Think!" the game

The purpose of the game: to improve and develop students' thinking skills.

Equipment for the game: Pictures adapted to the theme.

The course of the game: The participants of the game take turns taking pictures and answering the questions.

"Do you know that?" the game

The purpose of the game: to strengthen interdisciplinary communication.

Equipment for the game: Customized basket.

The course of the game: The participants of the game choose from different fruits in the basket and answer the questions related to different science.

"The Game of Balls".

The purpose of the game: To consolidate a new topic.

Equipment for the game: A set of matching balls.

The course of the game: Examples and problems to be solved in the class on a new topic are placed in balls depending on the level of simplicity. Game participants find solutions to examples and problems in turn.

"Game of scholars".

The purpose of the game: to determine the most knowledgeable student of the lesson.

Equipment for the game: A set of customized pictures.

The purpose of the game: the students who participated most actively during the lesson will be selected the most knowledgeable among them by answering quick questions on various topics.

"Mind castle game".

The purpose of the game: to control the knowledge and skills of students.

Equipment for the game: "Aql kasri" model or corresponding drawing, test questions.

The course of the game: In this game, the participants will get the title of "King of the Mind Castle" by answering the test questions.

"Treasure of sunken ships" game.

The purpose of the game: Consolidation of the subject, enrichment of knowledge.

Equipment for the game: A customized poster and a set of questions.

The course of the game: The class is divided into 2 groups. Each group will move in a special direction and as a result of answering the questions, they will have a treasure hidden at the bottom of the sea. It will be appropriate if it is used in the lessons to consolidate the subject learned from the game.

"Sun Game".

The purpose of the game: To consolidate a new topic.

Equipment for the game: a poster with a picture of the sun and clouds with examples to be worked on in class.

The course of the game: we divide the class into groups. Pupils take turns taking clouds and finding solutions to problems and examples in it. At the end of the game, those who protect the face of the "sun" from dark clouds will be the winners.

"Rose" game.

The purpose of the game: To consolidate a new topic.

Equipment for the game: Customized drawing "Rose".

The progress of the game: In this game, examples and problems are placed step by step, starting from the flower bar, depending on the level of complexity. Outside the body of the rose, a leaf of a different color is placed as a "penalty" and a question is asked.

A creative, new approach to the process of education of young people remains the demand of the time.

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